Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD NSL-017 Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE **FOR BASIC FEE** NUMBER FILED NUMBER EXTRA 385.00 BASIC FEE 770.00 OR. TOTAL CHARGEABLE CLAIMS @minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 ≦ X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 OR TOTAL TOTAL CLAIMS AS AMENDED - PART II **OTHER THAN** SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** FEE FEE PAID FOR ENDI Total Minus X\$ 9= X\$18= OR Minus Independent X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **AMENDMENT PREVIOUSLY** AFTER **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-**NUMBER** PRESENT TIONAL **AMENDMENT AFTER PREVIOUSLY** RATE **RATE** TIONAL **EXTRA** AMENDMENT PAID FOR **FEE** FEE Total Minus X\$9=X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \*-If the ntry in column 1 is less than th ntry in column 2, write "0" in column 3. TOTAL TOTAL \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." OR ADDIT, FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.